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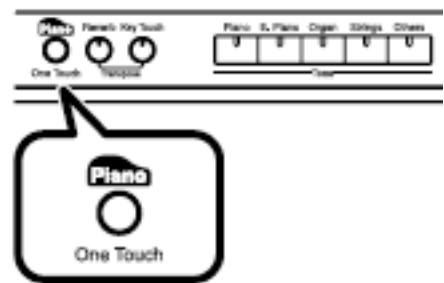
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**Website**

## Exploring the HPi-7S

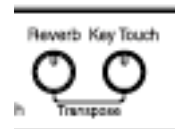
### 1. **IT'S A PIANO** by 'default' (every time you turn it on).

- a. Touch
  - i. Modeled from grand piano (not vertical)
  - ii. Gravity based system with NO springs
  - iii. Progressively weighted (as a fine, well-regulated grand) **IVORY FEEL KEYBOARD**.
- b. Tone – from the world's most widely used concert grand
- c. Importance of adjusting the **VOLUME** control (LEFT on Panel)
- d. **ONE TOUCH PIANO** – the “panic” button, located at the far left end of the panel. [OM page 50]



### 2. **INCREDIBLY USEFUL FEATURES**

- a. No tuning maintenance required offers two outstanding benefits:
  - i. It's ALWAYS in tune.
  - ii. It requires NO periodic maintenance. (NO maintenance cost)
- b. Transposition – You play a piece in any key, and hear it any key you select
- c. Transpose button is on the LEFT end of the panel, and is accessed by pushing the **REVERB** and **KEY TOUCH** buttons simultaneously. [OM page 68]



### 3. Understanding the screen and making choices [OM page 25]

#### a. For ease of operation the HPi-7S features a COLOR DISPLAY SCREEN

##### i. NOTATION SCREEN – appears on power up and anytime you push the NOTATION button, located just to the left of the cursor controls.

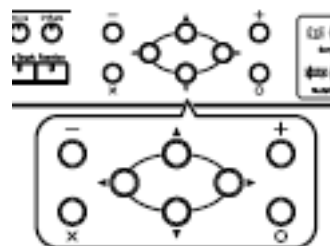
1. The NOTATION SCREEN has five (5) pages. Simply press and release the NOTATION BUTTON to cycle through the five pages.
2. The NOTATION SCREEN will also appear anytime you push the ONE TOUCH PIANO BUTTON.

##### ii. LIST SCREEN – The list screen will appear when you select songs, or tones. To make this screen appear:

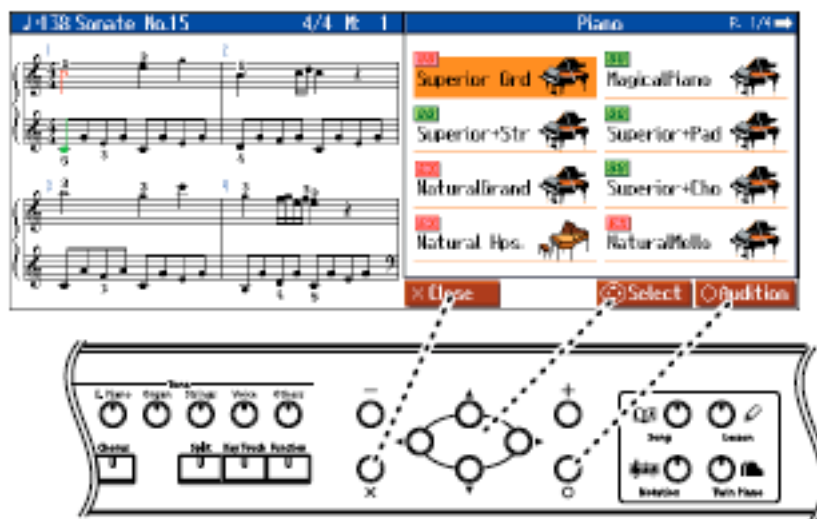
1. Touch any tone button, or
2. Touch the SONG button.
3. To EXIT and return to the NOTATION SCREEN, touch the X button.


#### b. MAKING CHOICES within a screen is accomplished by using the buttons and the X and O buttons.

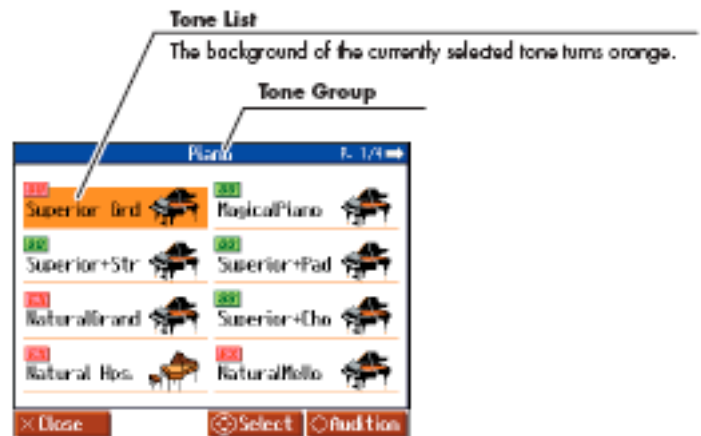
- i. The RIGHT and LEFT CURSORS are used to choose parameters, or turn pages.
- ii. The UP and DOWN CURSORS are also used to make choices within the window
- iii. The -/+ keys are used to change selected values.
- iv. The O key is the enter key, it confirms your choice, or moves you to the next screen.
- v. The X key is the exit key. It closes the currently open screen and then displays the NOTATION SCREEN.



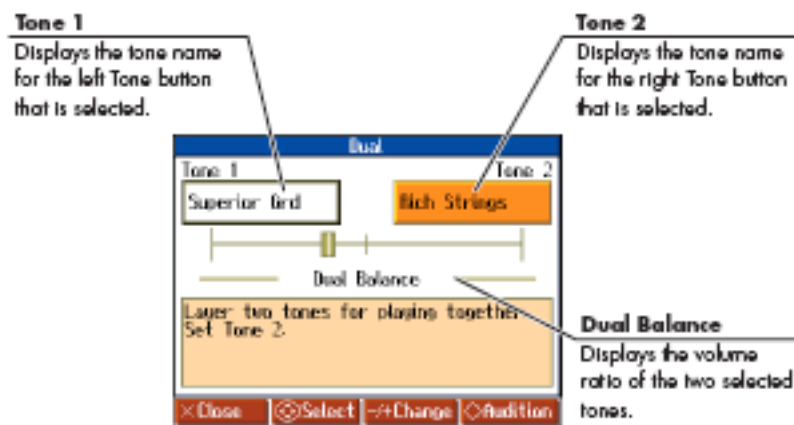
#### c. CORRESPONDENCE BETWEEN SCREENS AND BUTTONS The HPi-7S offers user support on each screen, as the choices available on a given screen also indicate the button necessary to enable that feature or function.



4. Choosing tones (voices, sounds) [OM page 51]
  - a. The importance of exploring the tonal resources
  - b. Push a tone group button (Piano, Organ, etc).
  - c. NOTE: The selected tone family is displayed in the blue bar at the top of the screen, and the number of pages is displayed in the upper right corner.
  - d. Use the  buttons to select a tone.
  - e. List of tones begins on page 117 of the owner's manual.
  - f. For those interested, Drum 'MAPS' begin on page 119 of the owner's manual.

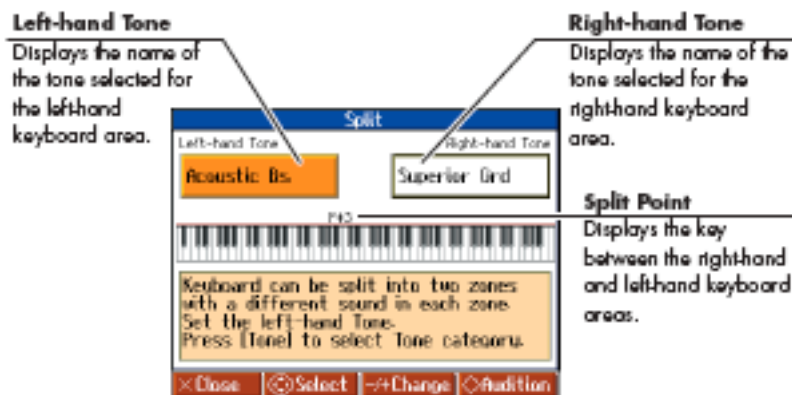
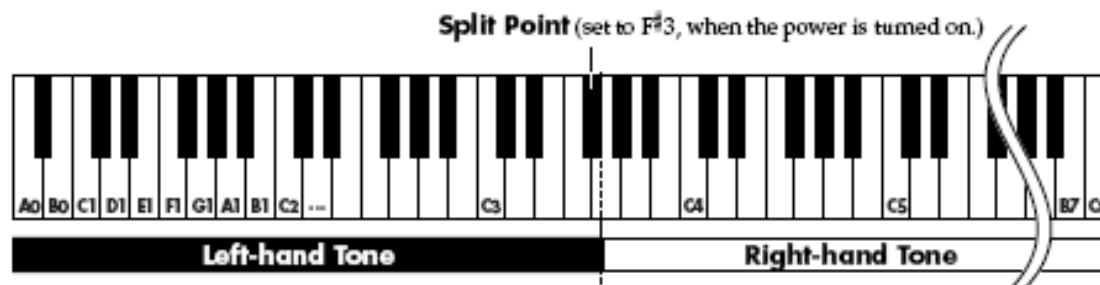


5. Using sounds together – this is called LAYERING or DUAL PERFORMANCE (this enables you to play two tones at the same time across the entire keyboard) [OM page 56]



- a. Press two tone buttons simultaneously.
  - b. To change TONE 1 or TONE 2:
    - i. First use the CURSOR BUTTONS to choose TONE 1 or TONE 2.
    - ii. Then use the +/- BUTTONS to change the tone.
  - c. To change the DUAL BALANCE (relative volume of each sound):
    - i. First use the CURSOR BUTTONS to choose DUAL BALANCE.
    - ii. Then use the +/- BUTTONS to adjust the balance.
  - d. To cancel DUAL PERFORMANCE touch any tone button.
6. DIVERSION back to orchestration/arranging class
  - a. Solo instruments vs. ensemble instruments
  - b. What kind of 'mood' are we trying to create?
  - c. Back to the importance of exploring ALL the tones. (sounds, voices)
  - d. Suggested possibilities
    - i. Piano with Strings
    - ii. Piano with Choir
    - iii. EP Piano with Strings
  - e. Is it APPROPRIATE for the intended audience?

7. Using sounds together – SPLIT VOICE (this splits the keyboard and allows you to have one tone in one hand, and one in the other) [OM page 57]



- a. Choose a tone, this will become the right hand tone.
  - b. Touch the SPLIT button on the panel.
  - c. To change RIGHT-HAND or LEFT-HAND TONE:
    - i. First use the CURSOR BUTTONS to choose LEFT-HAND or RIGHT-HAND.
    - ii. Then use the -/+ BUTTONS to change the tone.
  - d. To change the SPLIT POINT;
    - i. First use the CURSOR BUTTONS to choose the KEYBOARD on the screen.
    - ii. Then use the -/+ BUTTONS to change the SPLIT POINT.
  - e. To cancel SPLIT PERFORMANCE:
  - f. Press the SPLIT BUTTON on the panel, the indicator light will go off and split is cancelled.
8. DIVERSION back to orchestration/arranging class
    - a. Think Solo vs. Ensemble instruments
    - b. Suggested possibilities
      - i. Piano in LH – Flute in RH
      - ii. Bass in LH – Vibraphone in RH
    - c. Is it APPROPRIATE for the intended audience?

9. The exceptional capability of the HPi-7S is easily controlled by USER PROGRAMS. User Programs allow you to save your desired voice settings for quick recall. The HPi-7S can save and recall up to thirty-six (36) individual User Program settings. To help you in understanding the capability of User Programs, a set of thirty-six User Programs is available for instant use. [OM Addendum Sheet]

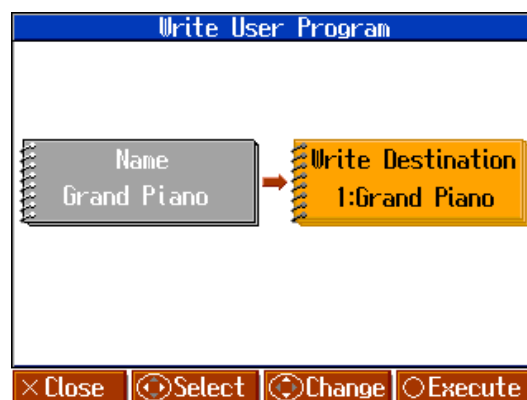
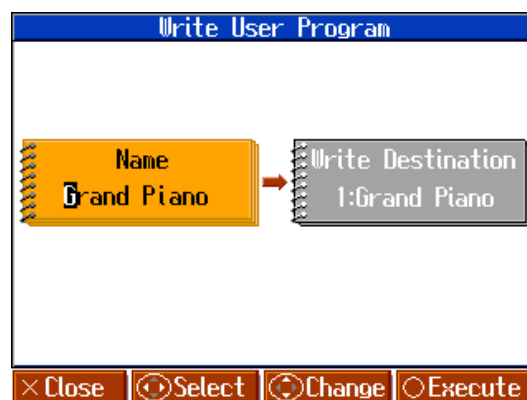
10. To recall USER PROGRAMS:

- While holding down the FUNCTION button, press the O button. The USER PROGRAM SCREEN shown to the right will appear.
- Use the UP and DOWN CURSOR BUTTONS to choose the desired setting.
- To exit from User Programs, touch the X button, or touch the ONE TOUCH PIANO button.



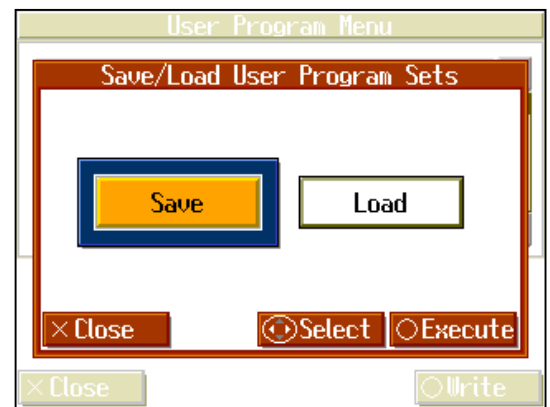
11. Creating your own USER PROGRAMS

- Set the panel with your desired 'set-up'
- While holding down the FUNCTION button, press the O button. The USER PROGRAM SCREEN shown to the right will appear.
- Create a NAME for your User Program.
  - Use the UP and DOWN CURSOR BUTTONS to select upper or lower case letters, numbers and symbols.
  - Use the LEFT and RIGHT CURSOR BUTTONS to choose the character you desire to change.
- When you have completed creating a name, use the RIGHT CURSOR button to move to WRITE DESTINATION. When you do this it will become Orange, and Name will change to Gray.
- Use the UP and DOWN CURSOR buttons to choose the User Program number where you wish to save this setting. (The HPi-7S can store up to 36 User Programs at a time.)
- To complete the process and save the User Program touch the O button.
- User Programs can store only the following items:
  - Currently selected tone(s).
  - Dual On/Off
  - Dual Balance setting
  - Split On/Off
  - Split Point
  - Twin Piano On/Off



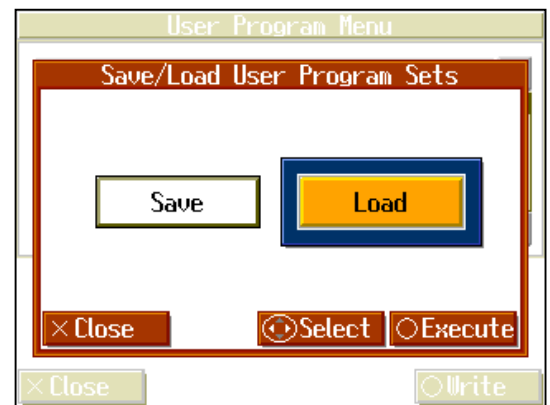
## 12. Saving USER PROGRAMS to external memory.

- The HPI-7S allows you to save the entire set of thirty-six (36) User Programs as a 'set'. These sets can be saved to USB memory.
- To SAVE a set of USER PROGRAMS
- While holding down the FUNCTION button, press the O button. The USER PROGRAM SCREEN will appear.
- Touch the LEFT CURSOR button one time. The screen shown to the right will appear.
- Insert a USB memory device in the USB host port just below the right end of the keyboard.
- Touch the O button and the set of 36 User Programs will be saved to the USB memory device. NOTE: Only ONE SET of User Programs may be saved on a USB memory device. To save multiple sets of User Programs simply use multiple USB memory devices.



## 13. LOADING USER PROGRAMS sets.

- Insert the USB memory device containing the desired USER PROGRAM set into the USB host port just below the right end of the keyboard.
- While holding down the FUNCTION button, press the O button. The USER PROGRAM SCREEN will appear.
- Touch the RIGHT CURSOR button one time. The screen shown to the right will appear.
- Touch the O button and the set of 36 User Programs will be loaded from the USB memory device.



## 14. HELPFUL HINTS FOR USER PROGRAMS

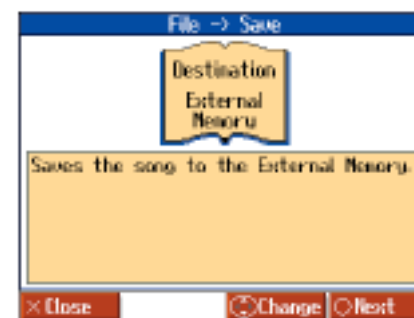
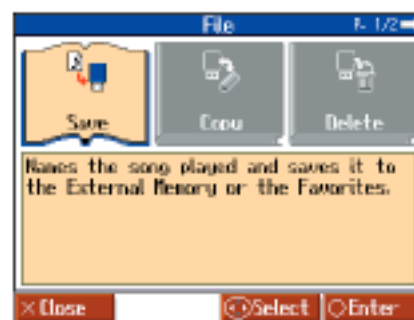
- Arrange User Programs in 'Performance Order' for easy recall.
- User Programs allow you to use multiple settings for the performance of a single work, put the desired settings in the needed order for easy recall.
- Be consistent with naming . . . for instance in naming LAYERED set-ups you might use the + sign to indicate two tones are active . . . and in set-ups where you have different voices assigned to each hand you might use a /. This will assist you in recalling HOW you have the tones saved.
- The User Programs will 'wrap'. From User Program #36 pushing the DOWN CURSOR button will move to User Program #1. Conversely from User Program #1 if you push the UP CURSOR button you will move to User Program #36.
- A list of the factory User Program settings is attached to the end of this document.

## 15. RECORDING – (How to clone yourself!)

- a. Basic recording
  - i. Push RECORD (it's RED)
  - ii. Play the piece.
  - iii. Push STOP (it's GREY)
  - iv. Push RESET (it's to the left of the GREY button)
  - v. To hear your recording, push PLAY (it's the GREY button)
- b. Advanced (multiple part) recording
  - i. Complete steps i through v from a. above.
  - ii. If you are going to use a different tone, choose the new tone.
  - iii. Push RECORD (the RED one) and touch the button with the number 2 just above it.
  - iv. Play the new part . . . the HPi-7S will begin playback of your first part as soon as you touch a key.
  - v. At the end, push STOP.
  - vi. Push RESET to send the song back to the beginning.
  - vii. Touch PLAY to hear both parts.
- c. To record additional parts repeat steps ii through vii from b above. For part 3 push the button that has number three above it, etc.
- d. You can record up to 16 parts, or tracks, for each song. This is done using the 16 track sequencer (recorder) which is found by first pushing the FUNCTION BUTTON.
- e. Record capacity on the HPi-7S is approximately 30,000 notes.

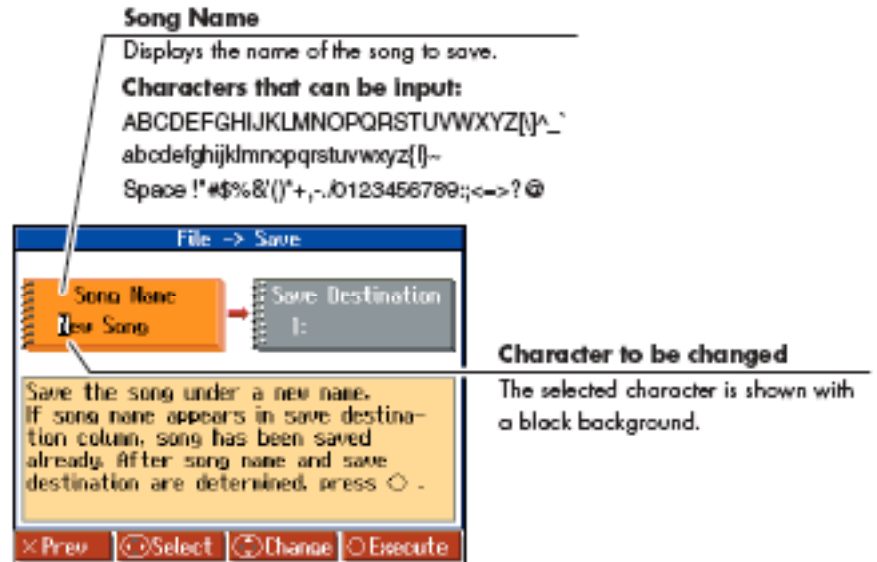
## 16. SAVING YOUR SONG [OM page 80] The HPi-7S will lead you through all the steps necessary in saving a song file including determining the destination (internal or external), naming the file, and determining its final location on the selected media (internal or external).

- a. Touch the FUNCTION button on the panel.
- b. Use the CURSOR BUTTONS to select FILE.  
Press the O button
- c. Use the CURSOR BUTTONS to select SAVE.  
Press the O button
- d. Determining where you want to save the file:
  - i. A new screen will appear that allows you to determine where the file is to be saved . . . external or internal (Favorites)
  - ii. Use the RIGHT and LEFT CURSOR buttons to select DESTINATION, then use the UP and DOWN CURSOR BUTTONS to select the desired setting.
  - iii. Press O . . . a new screen appears.



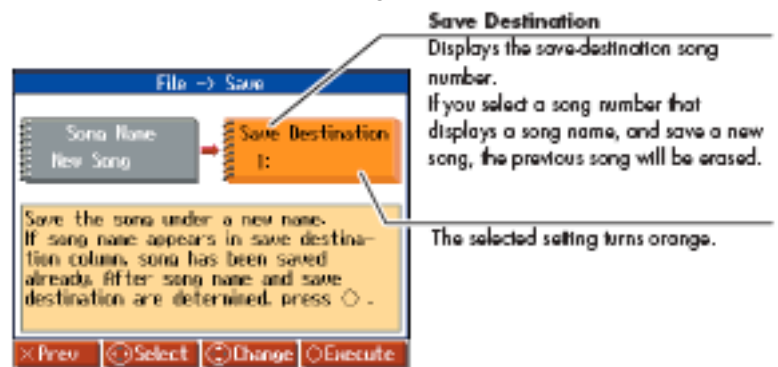
- e. The next screen provides the last two steps, creating a name for the file and determining its location on the selected media.

- i. On the left side of the screen you create the name of the file by first using the LEFT and RIGHT CURSOR BUTTONS to select the character you want to change.
- ii. Then use the UP and DOWN CURSOR BUTTONS to choose the desired character.
- iii. Use the RIGHT CURSOR BUTTON to move the cursor to the right side of the screen to select SAVE DESTINATION (it will turn orange).
- iv. Use the UP and DOWN CURSOR BUTTONS to choose the desired location number.
- v. To complete the process, push O



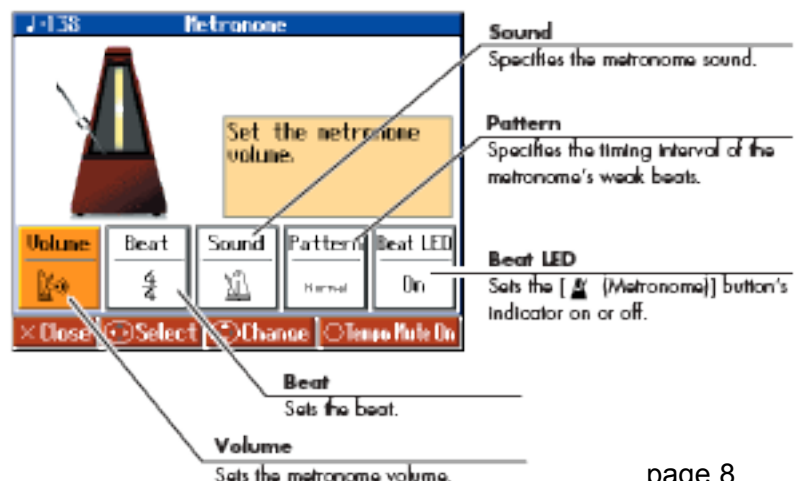
- iii. Use the RIGHT CURSOR BUTTON to move the cursor to the right side of the screen to select SAVE DESTINATION (it will turn orange).
- iv. Use the UP and DOWN CURSOR BUTTONS to choose the desired location number.
- v. To complete the process, push O

- f. NOTE: The HPI-7S saves files as a Standard MIDI file, type 0. This means your recordings may be opened (and edited) using all popular software programs . . . Finale, Sibelius, sequencing programs, etc.
- g. NOTE: Files (Songs) you create in software programs may be saved as a Standard MIDI file (SMF). The HPI-7S will read and play both type 0 and type 1 Standard MIDI files.

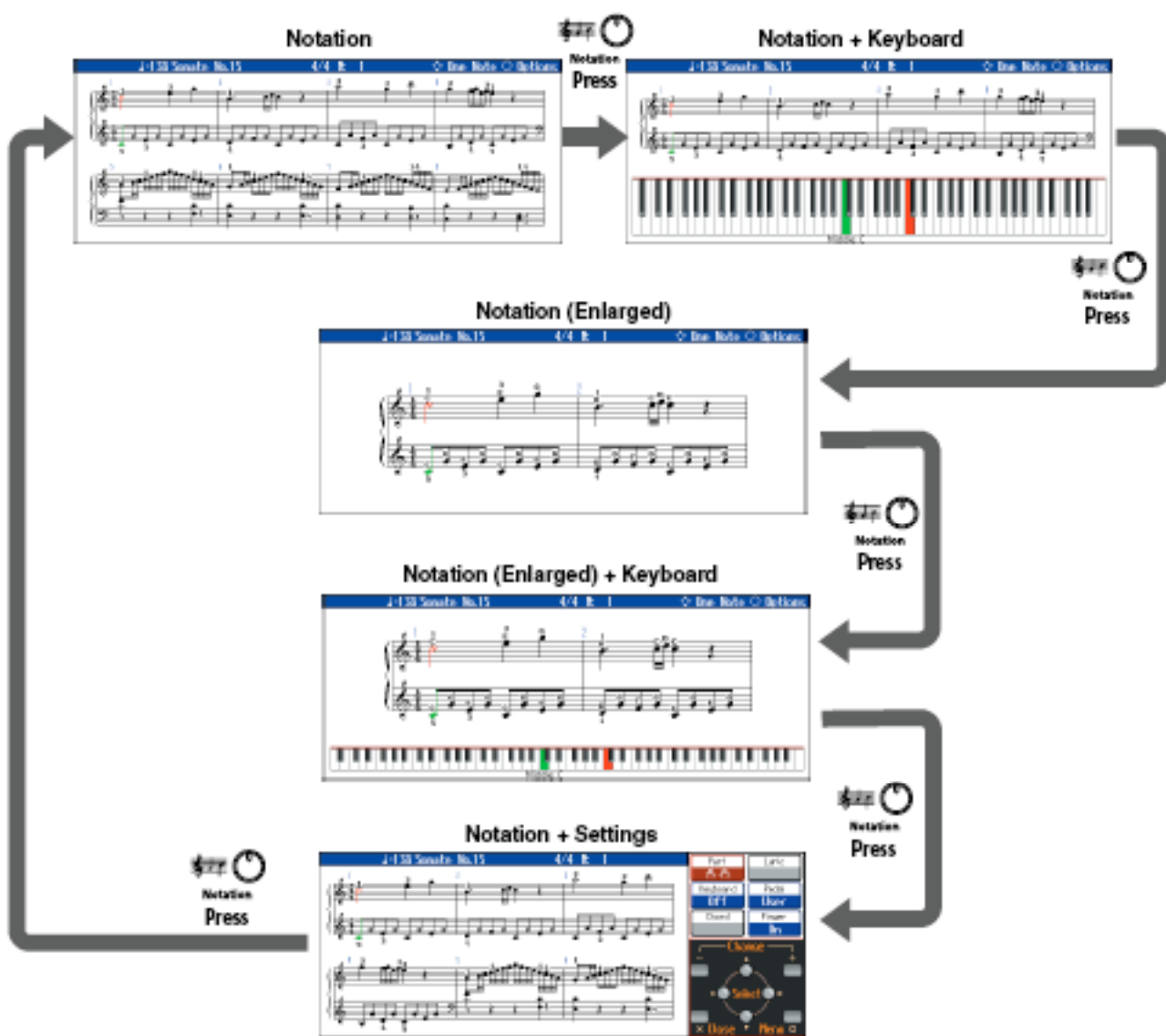


## 17. METRONOME [OM page 63]

- a. Various patterns/settings
- b. Various sounds for counting
- c. 'Tap' tempo



18. NOTATION (OM page 26] The HPi-7S will display the notation for the current song file being played (or is ready to play) in the recorder (composer). In addition the NOTATION would also display on an external monitor connected to the HPi-7S.
- Record a song using the metronome and the process we have previously learned, or choose a pre-recorded song from internal memory (Favorites) or an external memory device.
  - If the notation is not showing on the full screen, touch NOTATION, located on the panel.
  - The notation is displayed, with the correct key signature, in the SCREEN.
  - From the NOTATION SCREEN you can move among the various screens in two ways:
    - Touching the NOTATION SCREEN BUTTON repeatedly will move you through the screens in the order noted below.
    - Touching the O button from the NOTATION SCREEN will send you to the NOTATION+SETTINGS screen. Touching O again will open the NOTATION MENU screen.



- e. Within the NOTATION+SETTINGS screen you can:
  - i. Use the CURSOR BUTTONS to select an item to change.
  - ii. Use the +/- BUTTONS to change the parameter.
  - iii. Use the O button to move to the NOTATION MENU.
  - iv. A listing of the Notation Options will be found on page 99 of the owner's manual.

**Part**  
Select the part(s) for which the notation will be displayed.  
 (L): Notation for both hands  
 (R): Right-hand notation only  
 (L): Left-hand notation only  
 (P): User partnotation  
 (→ to change the part, see p. 99)

**Keyboard**  
The keyboard will be displayed under the notation if you check this.

**Lyrics**  
When playing back song data that contains lyric data, the lyrics will be displayed if you select «On».  
 \* This item cannot be selected if there is no lyric data.

**Pedal**  
When «display» is selected, you can start and stop playback of the song data by pressing the left pedal (p. 91).  
 When «PageTurn» is selected, you can turn the pages of the notation by pressing the pedals. Press the center pedal to turn to the next page in the notation, and press the left pedal to turn to the previous page.  
 When «User» is selected, you can use the functions assigned to the pedals (p. 91).  
 When «Piano» is selected, the pedal settings best suited for piano performances are chosen.  
 Left Pedal: Soft Pedal  
 Center Pedal: Sustain Pedal  
 Right Pedal: Damper Pedal

**Fingering**  
When playing back song data that includes fingering numbers, the fingering numbers will be displayed if you select «On». This is convenient when you want to practice the correct fingering.  
 The fingers are numbered as follows:  
 1: thumb, 2: index finger, 3: middle finger, 4: ring finger, 5: little finger.  
 \* This item cannot be selected if there is no fingering data.

**Chord**  
When playing back song data that contains chord data, the chord name will be displayed if you select «On».  
 \* This item cannot be selected if there is no chord data.

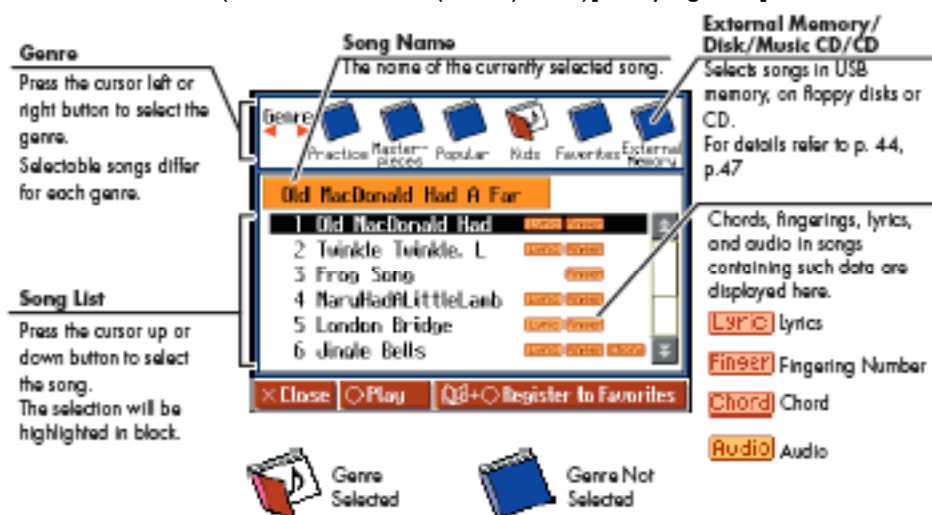
**Notation Menu**  
Press the [O] button to open a screen where you can choose from a variety of options for the notation screen (p. 99).

- f. The NOTATION MENU not only allows access to the NOTATION OPTIONS, but also to the BMP EXPORT function. This allows you to save the currently displayed notation as a BMP (bitmap file) to an external memory device, and you can print it from a computer without notation software. [OM page 104]
  - i. From the NOTATION MENU use the CURSOR BUTTONS to choose BMP EXPORT. Touch the O button.
  - ii. The EXPORT SCREEN appears. Use the RIGHT and LEFT CURSOR BUTTONS to select an item for change, then use the UP and DOWN CURSOR BUTTONS to select the desired parameter.
  - iii. Make certain you have inserted an external memory device (USB or floppy) on which to save the file.
  - iv. When all the desired settings have been chosen, touch the O button to create the BMP file on the external media.

**Notation Menu**  
 Notation Options | BMP Export | Song Edit  
 Selects the part appearing on the notation display and change the manner in which the notation is displayed.  
 [Close] [Select] [Enter]

**Export**  
 Start Measure: Song Top | End Measure: Song End | Direction: Portrait  
 Pages:  
 [Close] [Select] [Change] [Execute]

## 19. PLAYING SONG FILES (SMF or AUDIO (WAV) files)[OM page 41]



- Insert the USB memory device (or floppy diskette) containing the SONG FILE.
- Touch the SONG button on the panel.
- Use the RIGHT and LEFT CURSOR BUTTONS to choose the media that contains the desired song. (NOTE: The HPI-7S has 183 songs in internal memory. These songs are organized into song 'books' (or genres) . . . Classical, Jazz, etc.)
- After choosing a song 'book' or external memory, use the UP and DOWN CURSOR BUTTONS to select the desired song. The selected song is the one with the black bar.
- After choosing the desired song by highlighting the song in the SCREEN, begin playback by touching the PLAY button on the panel.
- You can change the 'speed' of SMF playback with the TEMPO buttons (+ and -) located to the left of the window.
- You can TRANPOSE playback of a SMF or AUDIO FILE by touching the TRANPOSE button, and using the +/- BUTTONS to raise or lower playback in half steps.
- SMF containing LYRICS will display the lyrics both on the SCREEN and any connected external display.
- MIDI files may have the RIGHT or LEFT HAND parts muted by touching the UPPER/LOWER BUTTONS on the right end of the panel.
- You may cancel (or dramatically reduce) the lead vocal or instrument on most AUDIO FILES by touching the UPPER BUTTON during playback of files of that type (WAV).

20. WONDERLAND [OM page 30] – A selection of entertaining, education-based musical games for the beginner (and the non-beginner).

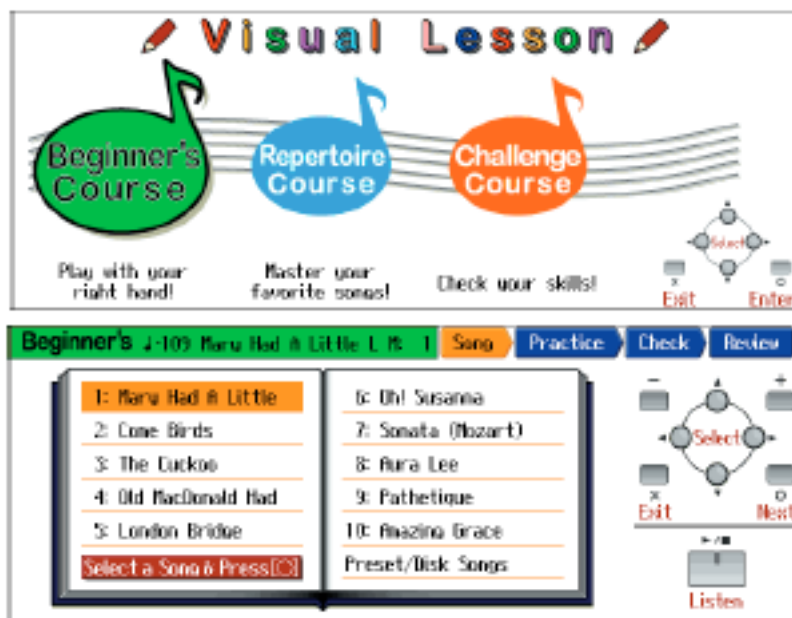
- a. Touch the WONDERLAND BUTTON on the right end of the panel.
- b. The WONDERLAND SCREENS appear. Use the CURSOR KEYS to select a game. Then push the O button to start the game.
- c. When you are finished with the game, push the X BUTTON to exit WONDERLAND.
- d. NOTE: The Background Music (BGM) may be turned on or off as desired.
  - i. Touch the FUNCTION button.
  - ii. Use the CURSOR buttons to choose FUNCTIONS. Push the O button.
  - iii. Use the CURSOR buttons to choose INSTRUCTION MODE, then push the O button.
  - iv. Using the RIGHT and LEFT CURSOR buttons, choose either BASIC (plays the BGM) or EXPERT (no BGM), then push the O button.
  - v. This setting will be retained in memory even when the power is turned off.



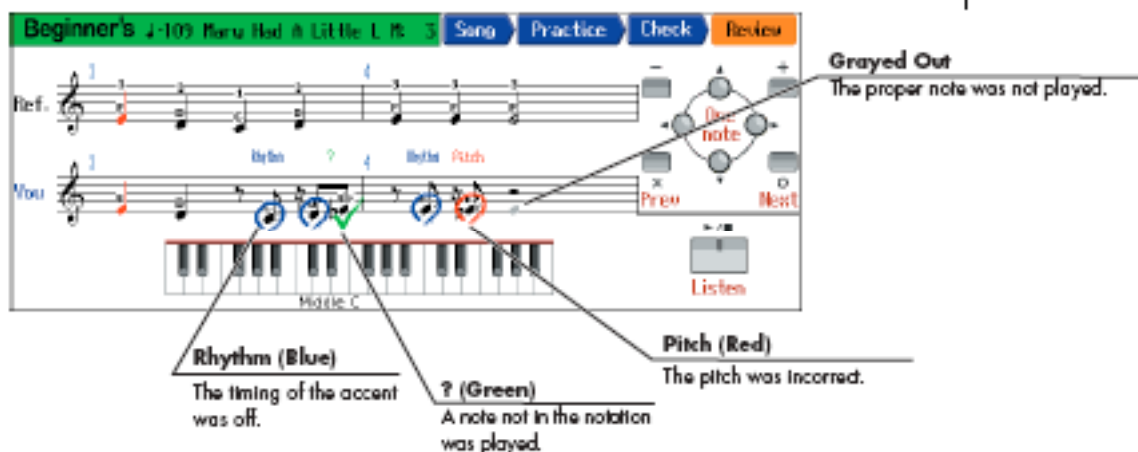
Item	How It Is Used
Drums	Select a picture of a percussion instrument to hear the sound of that instrument. Play the keyboard to play the selected percussion instrument.
Piano	Learn how the piano is constructed.
Alphabet	Use the keyboard to become familiar with the alphabet.
SFX	Listen to a wide variety of sound effects.
Songs	Listen to the internal songs.
Tones	Select a picture of an instrument to hear the sound of that instrument. Play the keyboard to play the selected instrument.
Flash Card	In this game, you play the notes shown on the cards.
Game	In this game, you try to the tone name, chords, and rhythms that you hear.

21. VISUAL LESSON [OM page 37] – An assessment tool, Visual Lesson allows you to play along with music on the screen and then provides an evaluation of your performance.

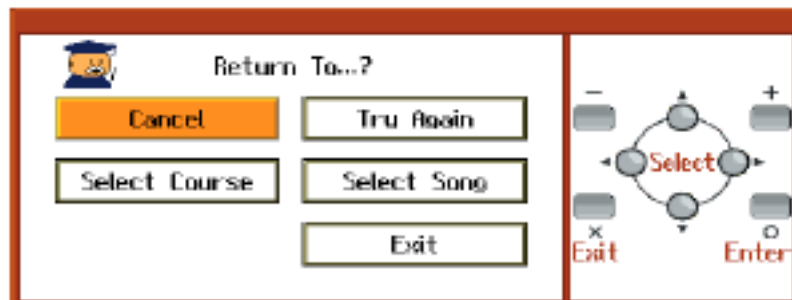
- a. Press the LESSON button on the panel.
- b. The VISUAL LESSON screen appears allowing you to choose a 'course' (level). Use the LEFT and RIGHT CURSOR buttons to choose, and then touch O.
- c. A new screen appears allowing you to choose a song. Use the CURSOR BUTTONS to choose a song and press the O BUTTON. (You can use songs from the internal library of songs, or from external memory by choosing OTHER SONGS.)
- d. Touch the O BUTTON again to begin. Play along with the accompaniment.



- e. At the end of your performance there will be a short pause and your score will appear. [NOTE: You can eliminate the drum roll that plays before the score appears with the procedure described in 20f above. Set INSTRUCTION MODE to EXPERT.]
- f. To check your performance TOUCH O.
- g. A new screen will appear with a reference staff and a separate staff of your performance. On the staff with your performance the notes that were played incorrectly will be color-coded, with the colors indicating the type of error.



- h. Touch O and the RETURN TO . . . ? MENU will appear. You can use this menu to:
  - i. TRY AGAIN . . . practice the same song.
  - ii. SELECT SONG . . . practice a different song.
  - iii. SELECT COURSE . . . change to another course level.
  - iv. EXIT . . . to exit from VISUAL LESSON.



22. TWIN PIANO CAPABILITY [OM page 34] The HPi-7S TWIN PIANO MODE allows the keyboard to be divided into two separate sections, allowing the instrument to be used as if it were two pianos. The right pedal is the damper pedal for the right keyboard section, and the left pedal is the damper for the left keyboard section.

- a. To use TWIN PIANO MODE simply press the TWIN PIANO BUTTON on the panel and TWIN PIANO MODE is activated.
- b. TWIN PIANO GAMES provides two ear training exercises.
  - i. After TWIN PIANO MODE is turned on, push O from the TWIN PIANO SCREEN.
  - ii. The TWIN PIANO GAME screen will appear allowing you to choose the desired game.



23. Other FUN things to know . . .

- a. When you record on the HPi-7S and save the song file it is saved as a Standard MIDI File (SMF – type 0) which can be opened in all popular notation and/or sequencing programs (Finale, Sibelius, etc.) Make certain when you open the file in the computer that you choose MIDI file from the drop-down dialogue box . . . by default the program you are using is looking for its own file type. (SMFs end in .MID)
- b. Conversely, song files you create on the computer can be saved as a SMF and played on the HPi-7S.
- c. The HPi-7S has 612 tones (sounds, voices) from which to choose.
- d. The HPi-7S may be easily tuned to 'non-standard' pitch.
- e. The HPi-7S has a number of historic tuning schemes.
- f. The HPi-7S has a microphone input to support Karaoke.
- g. The HPi-7S CAN be connected directly to a PC or Apple computer.
- h. As you become more comfortable with recording, the HPi-7S also offers a complete set of editing tools.
- i. Other devices (like and iPod) may be directly plugged into the HPi-7S.

24. SUPPORT When you have questions, we have answers. We offer Customer Support:.

- a. on-line at [www.rolandus.com/support](http://www.rolandus.com/support) (including a searchable Knowledge Base).
- b. support by email is also available through the above web address.
- c. live by telephone at 323-890-3740 available Monday through Friday from 7:30 AM to 6:00 PM Pacific Time. Other than the cost of the telephone call there is NO CHARGE for live support.

25. Questions?

## HPi-7S User Programs

**NOTE: + sign indicates voices are combined in DUAL MODE**  
**/ sign indicates voices are combined in SPLIT MODE**

#	Name	Content	Mode
1	Grand Piano	Default piano sound – Superior Grand	Whole
2	Piano+String	Superior Grand + Rich Strings	Dual
3	Piano+Choir	Superior Grand + Mellow Choir	Dual
4	Elec Piano	E. Piano 2	Whole
5	E.Piano+Str	E. Piano 1 + Rich Strings	Dual
6	ChurchOrgan	ChurchOrgan1	Whole
7	GrandPiano1	Superior Grand	Whole
8	GrandPlano2	Natural Grand	Whole
9	Guitar Nylon	Nylon String Guitar	Whole
10	Guitar Steel	Steel String Guitar	Whole
11	Choir	Mellow Choir	Whole
12	Jazz Scat	Jazz Scat	Whole
13	NynGt+SynStr	Nylon Guitar + Warm JP String	Dual
14	Bell+Strings	Morning Lite + Bright Str	Dual
15	Pno+Bel+Cho	Superior + Choir + Morning Lite	Dual
16	E.Piano+Pad2	St. FM EP + Warm Pad	Dual
17	Twin Piano	Twin Piano	Split
18	A.Bass/Piano	Acoustic Bass / Superior Grand	Split
19	FingerdBs/EP	Fingered Bass / Pop E. Piano	Split
20	E.Bs/Vib+Str	Fingered Bass / Vibraphone + Bright String	Split & Dual
21	Harp/Flute	String Harp/Flute	Split
22	SFX	SFX - Sound Effects	
23	Standard Kit	Standard Drum Kit	
24	Orch Kit	Orchestral Percussion Kit	
25	Harpsichord	Natural Harpsichord	Whole
26	Hrpscd Coup	Natural Coupled Harpsichord	Whole
27	HrpsCoup+Str	Natural Coupled Harpsichord + Rich Strings	Dual
28	Choir	Mellow Choir	Whole
29	Tubular Bell	Tubular Bell	Whole
30	Celesta	Celesta	Whole
31	Harp+Choir	St.Harp + Aerial Choir	Dual
32	Choir/Flute	Aerial Choir / Flute	Split
33	Str/Oboe+Cho	MellowStr / Oboe + Aerial Choir	Split + Dual
34	ChOrgan Small	Nason Flute 8'	Whole
35	ChOrgan Med	Church Organ 1	Whole
36	ChOrgan Big	Church Organ 3	Whole